NOVEMBER/DECEMBER 2024

23UCS11/23USC11 — OBJECT ORIENTED PROGRAMMING CONCEPTS USING C++

Time : Three hours Maximum : 75 marks

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SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Recall the OOPS principle.
2. What is the purpose of inline function in C++?
3. Show the syntax for declaring objects for a class.
4. What do you mean by destructor?
5. List down the operators that cannot be overloaded.
6. What is Hybrid inheritance?
7. Define arrays.
8. Distinguish static and dynamic binding.
9. List the various modes in opening a file.
10. How to catch all exceptions?

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Explain the I/O statements in C++ with syntax and example.

Or

(b) Show the purpose of switch case statement with suitable example.

12. (a) Explain about static member variables.

Or

(b) Illustrate friend function with suitable example.

13. (a) How will you overload unary operator? Explain with a sample code.

Or

(b) Explain the concept of Virtual base class.

14. (a) How will you create pointers to class? Explain with example.

Or

(b) Illustrate the syntax of new and delete operators.

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15. (a) List and explain the functions that supports random access operations on file.

Or

(b) Explain about String objects and its methods.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Describe the Control structures in C++.

17. Develop a C++ program to implement constructors.

18. Explain the various types of Inheritance with suitable examples.

19. Define a class "student". Write C++ program to read an array on N student objects and display data.

20. Illustrate the Exception handling in C++ with a suitable code.

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